

a storage medium having stored thereon instructions that when executed by a machine result in the following:

waiting for a drop in pending status of a write lock, if a write request is pending;  
augmenting a pending semaphore;  
augmenting a local write lock count, if a local module has the write lock;  
locking a lock contention mutex and creating a random number for resolving write lock contention;  
checking a variable dedicated to write lock arbitration counting;  
augmenting the arbitration count;  
setting the write lock's arbitration identification and setting the write lock's priority by  
generating a bound random number;  
releasing the lock contention mutex; and  
requesting a write lock.

28. (Amended) The article of claim 27, wherein the write lock's arbitration identification is set to an identification of a local object management system.

29. (Amended) An article comprising:

a storage medium having stored thereon instructions that when executed by a machine result in the following:

passing a local read lock request to a local lock component;  
awarding or denying the local read lock request;  
retrying if the local read lock request is denied; and

repeating until a maximum number of retries is reached.

30. (Amended) The article of claim 29, wherein the local read lock request is denied if a write lock is owned by a remote module.

31. (Amended) An article comprising:  
a storage medium having stored thereon instructions that when executed by a machine result in the following:

locking a lock contention mutex and checking an arbitration count;  
resolving contention for a write lock if the arbitration count is greater than zero, or  
augmenting the arbitration count if the arbitration count is not greater than zero; and  
releasing the lock contention mutex or forwarding the request to a lock component.

32. (Amended) The article of claim 31, wherein the instructions are adapted to provide to an arbiter to examine a priority value and identification value.

33. (Amended) An article comprising:  
a storage medium having stored thereon instructions that when executed by a machine result in the following:

setting a clear pending lock;  
locking a write lock contention mutex and decrementing a write lock count;  
clearing write lock contention variables, if the write lock count is zero;  
releasing the lock contention mutex;

calling a write lock release function; and  
releasing the clear pending lock.

34. (Amended) The article of claim 33, wherein the clear pending lock is set to prevent a local object management system from processing another request until the lock is released from remote object management systems.

35. (Amended) An article comprising:  
a storage medium having stored thereon instructions that when executed by a machine result in the following:

setting a clear pending lock;  
locking a write lock contention mutex and clearing write lock contention variables;  
clearing a writer's lock from a local lock component;  
releasing the write lock contention mutex; and  
clearing the clear pending lock.

36. (Amended) The article of claim 35, wherein the write lock contention variables are identification and priority.